Extract Part Representations

Introduction

The extract operation is closely tied to part **representations**. Extract creates a single new part using only the geometry of the *current representation* of the selected part(s). For example, if the current representation of a part consisting of 3D elements is Border, the result of extraction will be a part consisting of all unshared 2D elements (the surface).

Extract is most often used to reduce the amount of information for a part (*e.g.* for faster display or for **geometry output**) or to create a surface shell part – perhaps for subsequent cutting – of a 3D computational domain.

Basic Operation

1. Select the desired part(s) in the Parts List.

2. Select Edit > Part > Extract

The new part is added to the end of the Parts List with the description “Extract of parts #,#,#” where # are the part numbers of the originally selected parts.

See Also

See **How To Change Visual Representation**.

User Manual: **“Part Operations”**